

LEGO Rock Raider PSX NTSC Revision v.0.237

Overview:

The current state of the product reflects that Data Design Interactive and Game World 7 are attempting to create a more enjoyable and balanced game and it seems to be heading in the right direction.

However, certain elements do need to be addressed such as the camera's current viewing position in the 2-Player mode and the sparcity of most of the levels (this problem can be addressed by simply adding extra visual elements such as moving platforms, rockfalls and exploding crystal structures.

The following report goes into more detail with regards to the individual 1 & 2 Player missions:

1 Player Missions:

Sparks' Mission:

- . When you obtain enough items to complete the basic objective of the mission you are informed that you can carry on but that you will need to 'double' to do this, the text should read 'double back'.

Trapped:

- . The rockface to the far-east of the Teleport Pad seems to have a low drilling SFX attached to it.
- . The message flag explaining the second objective of the mission appears twice for some reason.

Thawed Out:

- . The mini-figs clip and subsequently disappear behind the Large Transporter's corner sections at the moment.
- . The Landing Pad graphic is not attached to the Large Teleporter even though you can teleport an air vehicle to the service.

2 Player Missions:

There and Back Again:

- . When the de-briefing screen appears the text runs outside the text-box and contains random number that bare no relation to the mission itself.

Departure:

- . There is a delay of up to 10 seconds when the levels is completed before the mission de-brief screen appears.

Web Of Fire:

- . Collision detection needs to be addressed as on this level the Tunnel Transport has difficulty negotiating the tunnels containing 'Geysers'.
- . Also, unless you have Axle as the chosen character piloting the Tunnel Transport, you are unable to recharge the shield of the vehicle.

Building Bridges:

- . Major problems with this level with regards to the screen being pushed to its limits on either side by the 2 players.
- . This was a problem that arose with the PAL code but one that was resolved by DDI, with the current issue the player is unable to access or exit a vehicle if the limits are reached.
- . The addition of the 'Re-Spawn' feature will make this level more enjoyable as at the moment the player can easily exhaust their stock of laser charges and have to restart the level.

Crystal Isles:

- . With the current state of the camera in 2 Player missions this level is a very difficult level to complete, but once the issue is addressed I feel that this will no longer be a problem.

Heavy Weights:

- . There is a pause of 10+ seconds after the loading bar completes before the 'Press Start To Continue' text appears and the player can advance into the actual level.

General Issues:

- . It appears that the screen resolution has not been optimised for NTSC code as the score and other items are off the screen at all times.
- . There is random graphical corruption around the borders of the screen. This may be caused by the incorrect screen resolution mentioned before.
- . The jump distance for standard characters needs to be increased, as lava-based missions are difficult unless you have Jet as a selected character.
- . Jet should have a 2-3 second 'hang' in the air allowing the player the change direction to access normally out-of-reach platforms.
- . When you start a new game there is an audible 'click' after selecting 1 or 2 players.
- . If you pick up an object whilst controlling Sparks you receive 2x the standard amount of the value. However, if you are controlling a vehicle whilst picking up the object you will only receive the standard 1x value.
- . Crates are not utilised with the game at the moment and have become more of a hindrance within the levels.
- . The 'Crates' are not displaying the correct graphic when they are pushed into the water. They should 'bob' up and down or 'sink' creating a 'bridge effect' similar to the Rock Whales.

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